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## INTERNET BASED MULTIPLAYER GAME SYSTEM

5 **ABSTRACT**

A multi-player computer game system using presence servers to determine the online availability of selected users with whom games are played. The game software interrogates messaging software in communication with the presence server to determine the availability of online users. The game software then communicates with game software of the online users to determine game availability. Users thereafter play games with other online users who have similar game availability.

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